

SOUTH GLENS FALLS GIRLS SOFTBALL LEAGUE RULES

BANTAM (8U)

1. Softball is for the fun and enjoyment of the children involved. Coaches, managers, and parents are to teach and model fair play and sportsmanship.

2. This is a developmental league. Coaches are encouraged to instruct players without disrupting the flow of the game. There are no win-loss standings in this division of play.

3. Each team is allowed one (1) manager and two (2) coach's in the playing area. A fourth adult may be in the dugout to act as a scorekeeper. On Offense a team may have a coach pitching, first base and third base. On Defense you may have a coach behind second base, shortstop and behind the catcher

4. Base coaches may be the coach and/or manager, other parent volunteer, or players wearing a helmet. It is recommended that at least one (1) of the base coaches be an adult.

5. Coaches and/or managers will not approach or confront an umpire as to any call of any play during the game. No anger or coercion shall be shown to the umpire at any time.

6. In April and May, no new inning may start after 7:45 with a drop-dead at 8:00 on weeknights. In June, no new inning may start after 8:00 pm with a drop-dead time of 8:15 on weeknights. Saturday games (starting before 6pm) at any time during the season have a 2 hour limit Max. No new inning may start after 1 hour and 45 minutes from start.

7. Coaches will exchange the batting order prior to the start of the game.

8. The batting order will include ALL players on the team regardless of whether a member is playing in the field or not that inning.

9. The half inning is over when the defense gets three (3) outs or after the last batter in the line up is up. You cannot go through the batting order more than once per inning. If three outs are made during an inning the batting order continues where it left off. The line up does not start over each inning

9a. 3 Out rule will apply. First two weeks of the season, strike outs WILL NOT count as an out, only field outs. Encourage the girls to hit the ball. After the first two weeks, strike outs WILL APPLY. See Rule 18 for dates.

10. All base runners and pitchers must wear an approved helmet with a chin strap and face guard. Pitcher must wear a helmet, Facemasks will not be permitted for pitchers. All other fields may wear a facemask.

11. Absolutely no jewelry will be worn during games (including starter earrings).

12. The home team occupies the first base dugout and visitors in the third base dugout.

13. Some field raking and lime may be required. **HOME TEAM** is responsible for field conditions and may need to prep the field in advance of the game time, or assign other parent volunteers to help.

14. All warm up and pre-game activities must happen in the outfield. No pre-game warm up on the field will occur. This is done to keep the safety of the workers and people prepping the field prior to games. Warm-up times may have to be reduced if a previous game is delayed.

15. There are ten (10) positions on the field. The regular nine (9) and a rover who must start play **ON THE GRASS** of the outfield. A roving fielder may make a play on a base herself, but usually throws to an infielder covering the base.

16. All players must play at least two (2) innings defensively in the **INFIELD** each game.

17. Nothing but water or sports drinks will be allowed in the dugout. It is the responsibility of the coach to pick up their equipment from the dugouts and to remove **ALL** garbage.

18. Pitching:

The mound will be lined with a standard pitching circle.

The pitcher/player on the mound must wear a helmet, Facemasks are not permitted for pitchers in Bantam.

The Pitcher must be positioned behind the adult pitcher until the ball is released.

FIRST TWO WEEKS: Coaches and/or managers only may pitch to their batters.

The coach/pitcher must start the pitch from anywhere in the circle but can end outside the circle. The batter does not take 1st base if hit by a pitch. The batter will be allowed eight (8) pitches. No walks. A foul ball on the 8th pitch will get another pitch.

To encourage batters to swing there are no strike outs for the first two weeks.

WEEK THREE THROUGH THE END OF THE SEASON: Players will pitch with a coach's assistance on the mound. The player will throw four (4) pitches per batter.

If the batter has not hit the ball, the coach will then pitch six (6) more pitches for the batter. Coaches and/or managers only may pitch to their batters. The coach/pitcher must start the pitch from anywhere in the circle but can end outside the circle. The batter does not take 1st base if hit by a pitch.

18a. A batter cannot strike out on the pitches thrown by the player pitcher only the coach pitcher. Strikes do not count against the batter when the player is pitching. Strike counts will begin when the coach pitches. The batter will be allowed three (3) strikes/swings. No walks. A foul ball on the 10th pitch will get another pitch.

18b. A pitcher can only pitch for two innings per game.

19. Only softballs provided by the league may be used in practices and games for safety reasons.

20. If a thrown or batted ball hits a field coach, it is a dead ball. The batter is awarded first base and all runners will advance one (1) base.

21. On an overthrow to any base, the runner is allowed one (1) base. After that base is reached the play will be considered dead.

22. Play is considered dead when a thrown ball breaks the plane of the pitching circle. The circle extends to the sky.

23. There will be hash marks between 1st and 2nd, 2nd and 3rd, 3rd and home plate. If a player is past the hash mark when the play is dead, the player will be awarded the base they are running to. If they have not reached the hash mark they will return to the base they came from. If there are multiple runners in a force situation the lead runner will determine the base taken. i.e. if the lead runner did not reach the hash mark but the runner behind her did, both would have to return the base they came from.

24. There is no leading off or base stealing.

25. No bunting is allowed.

26. No on-deck batters.

27. Play must be suspended if there are signs of a thunderstorm (darkening clouds, high winds, thunder, or lightning sighted). If lightning is sighted, a thirty (30) minute waiting period is required before resuming play. Each time additional lightning is observed or thunder is heard, the minimum thirty (30) minute waiting period should be reset. A clear sky or lack of rainfall is not adequate indicators for resuming play. Play should not be resumed even after the thirty (30) minute waiting period if any signs of thunderstorm activity remains in the area or if the weather forecast indicates the threat is not over.

If you have any questions regarding these rules, contact your league Vice President: